

Amerigo William De Pisapia

Game Designer

email: depisapia.amerigo@gmail.com

Phone#: +39 3240944777

My Portfolio! (<https://murrostudio.netlify.app/game-design>)

My LinkedIn (<https://www.linkedin.com/in/amerigowdp/>)

Skills

- **Game Engines:** Unity, Unreal Engine 5
 - **Coding:** C#
 - **Visual Scripting:** UE Blueprints
 - **Prototyping:** Figma, Miro
 - **3D:** Blender, Maya
 - Photoshop, Illustrator, InDesign
-

Professional Experience

Game Designer 09.2023 - Present

working with **PowerUP Team**

Roles: Game Designer

Idle Crops Tycoon Farm & Defend - Mobile Hypercasual game

- Fully designed an entire Incremental Game with Lane Defence elements and a Prestige System solo with one programmer.
- Designed 6 different Enemies with 4 variants. 1 Main Weapon, 2 Special Abilities, 1 Charged Attack & 2 Variants of secondary weapons.
- Balanced the game difficulty for up to 100 levels, 2 month projected playtime.

Vespera Bononia - Pc Steam & Console Playstation release

- Ideated, prototyped and iterated on 2 Enemies, each with 5+ abilities and interactions with the player.
- Made a hands-on design of the Final Boss Encounter with 4 different phases, as well as cinematics and level design.
- Created a high synergy system with 4 Elemental effects that can be combined into 6 different variants with weighted stats and different effects based off the original elemental combination.

Quest&GO - AR Tourism App with Gamification Elements

- Assisted in designing an AR game app to improve the attractiveness of tourism of the city of Bologna, Italy using minigames
- Fixed bugs and understood how to use the Unity XR AR systems
- Used UI Toolkit to implement simple UI elements, as well as VFX effects for polish and juiciness.
- Implemented ADs using Unity's AD implementation system

Game Design Intern 03.2023 - 06-2023

working with **Commodore Industries**

Roles: Game Designer

Worked on an unreleased fighting game project as an Intern where I made documentation about the game, coordinated shared information between team members and kept project scope small.

Education and Certifications

Game Design Fundamentals & Prototyping Certificate 12 Weeks - Fall 2025

at [GameDesignSkills.com](https://www.gamedesignskills.com)

A 12 Week course that gave me a deep understanding on **how to Prototype quickly** and efficiently while teaching many fundamental game design aspects such as how to playtest, creating game loops, different iteration workflows and real AAA studio techniques (pen and paper prototyping, miro and figma prototyping) **taught by seasoned and experienced industry veterans** such as Jeremiah Franczyk (LotR Online, D&D Online) and Alex Brazie (League of Legends, Ori and the Will of Wisps, WoW).

Master Game 09.2022 - 03.2023

at [BigRock Institute of Magic Technologies](#) | Part of H-Farm

In BigRock I was trained in the creation of code with **C# and UE Blueprints**, as well as interactions in game environment with lighting (both baked and realtime) and level blockouts, while also learning about 3D-Pipelines and techniques for rigging, texturing, modeling and basic animations. We learned how to use Unity and Unreal. Every step of the game making process was detailed, ending in the creation of a prototype for a local game development company.

Bachelor's degree in Communications Design 09.2019 - 06.2022

at [Politecnico di Milano \(PoliMi\)](#)

PoliMi is ranked **#3 in Europe** and **#5 in the World for Art&Design** by QS rankings. At PoliMi, I learned how to apply **Design Thinking** with a user-centric mindset and new technologies to create visually appealing and innovative experiences with a keen eye to accessibility, usability and affordance. Studying here has amplified my creative capabilities and, as well as taught me how to code in C# and Python for some smaller projects, as well as how to use 3D Modeling software such as Blender.

Professional Experience - Other

Amazon Warehouse Worker 11.2024 - 2.2025

- Performed quality checks on items and packaging, resolving exceptions (damaged goods, mis-scans, missing items) and escalating issues when needed.
- Coordinated with team leads and coworkers to manage workload peaks, support cross-training across stations, and maintain smooth shift handoffs.

Preschool STEM Teacher 2.2025 - 6.2025

- Designed and delivered hands-on STEM lessons for preschoolers, introducing basic robotics and computational thinking through Bee-Bot, mTiny, and Scottie Go! activities.
- Created simple challenges and learning stations (mazes, story-based routes, teamwork missions) to build collaboration, spatial reasoning, and early logic skills.

Previous Experience - Games

Jester Maskerade February 2026

2D Topdown Shooter - GameJam (2 days)

Software: Unity, Photoshop, Audacity

- Designed 3 Enemies, each with a different Bullet Spread pattern and different values and optimal combat approaches
- Created the layout (walls, obstacles, decorations and enemy placement) for 3 different levels themed after 3 different biomes (Forest, Docks and Town)
- Tested a new and original game mechanic called the Mask system, where players could make the mask that their character donned, influencing their bullet spread and elements

ROB.O.T.S. August 2022

2D Topdown Shooter Roguelite- GameJam (1 week)

Software: Unity, Photoshop

- Collaborated within a team of 5 as a designer/programmer
- Worked as a sole designer and as one of two programmers using C#
- Created 4 different difficulty levels
- Made 4 Enemy variants and 1 End-Level boss with 2 special abilities
- Used Git-based repositories for long distance project cooperation

Everything is Fine February 2022

2D Point and Click, Story & Minigame driven - GameJam (1 week)

Software: Unity, Photoshop, Audacity

- Collaborated within a team of 8 as a designer/programmer to deliver high-quality results.
- Designed 10+ Minigames for the game, each with different variants for narrative purposes
- Wrote a story expressed through dialogues and interactions to evoke empathic reactions in players
- Actively resolved bugs and fine-tuned mechanics during time-sensitive development phases

Other Projects

Pamphlet for High Sensitivity 04.2022 - 05.2022

Pamphlet Design project

Designed and produced an informative pamphlet with the objective of raising awareness for HSP (Highly Sensitive People) that was published and used in HSP awareness events.

Il Senso delle Cose 01.2022 - 05.2022

Book Design project

Designed and produced a small, 100+ page book, readapting the existing version of "The Meaning of it All" by Richard P. Feynman, with the intent of re-adapting the book and giving a new perspective to it.

VR Medical Training App April 2024

3D VR Interactive Game for Training Medical Professionals

Software: Unity, Blender

- Developed a VR training application in Unity to simulate clinical use of a medical syringe gun, focusing on safe handling, correct grip, and step-by-step procedure flow
- Implemented core interaction mechanics (grab/aim/trigger, dosage selection, feedback cues) for smooth VR use